

LYTTON POLICE DEPARTMENT

HOMICIDE OFFICER'S GUIDE



CONFIDENTIAL

POLICE QUEST²™

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WELCOME TO THE LYTTON POLICE DEPARTMENT

WELCOME TO HOMICIDE

The Lytton Police Department is responsible for protecting the people and property of this community. As a member of the Lytton Police Department, the officer assumes a responsibility to his community and country. The officer must be worthy to serve by the side of those men, who, throughout Lytton's history, have upheld the law and provided for a peaceful and welcome atmosphere.

Detectives and special agents of the Lytton Police Department are plainclothes investigators who gather facts and collect evidence for criminal cases. They conduct interviews, examine records, observe the activities of suspects, and participate in raids or arrests.

Because police protection must be provided around the clock, homicide officers may be required to work weekends, holidays and nights. Homicide detectives are subject to call any time their services are needed and may work overtime, particularly during criminal investigations. The job may also require extensive travel.

The injury rate among homicide detectives is higher than in many other police divisions and reflects the risks taken in pursuing known felons, escaped convicts, and other public offenders.

Congratulations on becoming a member of Lytton Police Department's Homicide Division.

Sincerely,



Eric "Click" Heitman

PERSONAL CONDUCT

The Lytton Police Officer must perform in a professional manner at all times.

Here are some of the qualifications which are expected of every police officer:

Common Sense - Is the most important virtue an officer can possess. It will keep you alive and out of trouble.

Organization - Just the facts, and plenty of them. You must keep them in order and at your fingertips (on a note pad would be nice).

Loyalty - A good police officer stands up for his department, his partner and fellow officers. Your life depends on them, and vice-versa.

Obedience - A good police officer carries out his orders willingly, cheerfully, and promptly.

Initiative - A good police officer is one step ahead and keeps an eye out for jobs that need doing. He shows that he can be trusted to perform correctly in an emergency.

Guts - A good police officer keeps going when the going gets tough. He doesn't know the words "I can't."

Reliability - A good police officer does his job thoroughly. He comes through for you time and time again.

Integrity - A good police officer tries at all times to keep a clean record. He upholds the principles of his profession at all times.

Fairness - A good police officer gives fair treatment to others and expects the same in return.

Honesty - A good police officer maintains the truth even when it may be costly.

Cheerfulness - A good police officer keeps his head up even when facing the stormiest of situations.

Neatness - A good police officer is proud of his uniform and what it represents. He keeps it in immaculate condition.

Self-control - A good police officer does not lose his temper.

Promptness - A good officer is quick to the scene of a disturbance, and is always on time to meetings.

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REQUIRED EQUIPMENT

Shoulder holster

Departmental issue hand gun

Handcuffs

Departmental issue ammunition clips

Patrol car keys

Departmental issue field kit which includes:

Fingerprint powder (dust)

Used for exposing latent prints

Fingerprint brush

For applying fingerprint powder

Fingerprint tape

For removal of (lifting) latent prints

Casting powder

Used to make liquid samples

(Footprints, tire tracks, etc.)

Glass vial

Used to take liquid samples

Eyedropper

Used to transfer fluid into vial

Plastic baggies

Used to preserve and segregate various pieces of evidence.

Camera

Used to take pictures of evidence, scenes of crime, etc.



STANDARD OPERATING PROCEDURE

I. RADIO PROCEDURES

1. Respond to all radio transmissions as required according to police regulations.
2. Avoid unnecessary radio transmission.

II. SHOOTING RANGE PROCEDURES

1. Type **LOAD GUN** or use the function key listed in the pull-down menus to load your gun.
2. Type **RAISE GUN** or use the function key listed in the pull-down menus to raise your gun.
3. Use the directional keys to adjust your aim.
4. Type **FIRE GUN** or use the function key listed in the pull-down menus to fire your gun.

If the sights on your gun need to be adjusted, type **ADJUST SIGHTS**. Use the arrow keys to adjust the windage and the elevation screws. Each time you press an arrow key, the windage or elevation screw will rotate one position. With a little practice you can improve your sights and your shooting accuracy as well.

III. POLICE COMPUTER PROCEDURES

1. Turn on the computer.
2. The following prompt will appear: **COMMAND▶**
3. At this prompt, you may type in one of the following commands:

dir-This command lists the contents of the current directory. If the current directory contains subdirectories, use the "cd" command (see below). If the current directory has accessible files, a box will appear around the first file name. You may move this box to the desired file name by using the arrow keys. Press **ENTER** when you have highlighted the desired file name.

cd-This command changes the current directory to a subdirectory. After you have typed in this command, the computer will respond with: **DIR?▶**

At this prompt, type the name of the directory you wish to change to, then press **ENTER**. If you enter a name other than a valid directory name, the computer will return to its "root" directory-the directory displayed when you turned on the computer.

Note: Some directories require passwords. If the **PASSWORD:** prompt appears, you must enter the correct password to gain access to that directory.

quit-This command will allow you to exit the computer. Type in this command when you are finished using the computer.

FELONY ARREST PROCEDURES

1. Before proceeding with arrest, your back-up unit must be staked out in close proximity.
2. Have weapon drawn at the ready.
3. Identify yourself as a police officer to the suspect.
4. Command suspect to keep his hands over his head. If at any time the suspect drops his hands, prepare to take defensive action.
 - a. If the suspect flees, follow the suspect on foot. Maintain radio contact if possible.
 - b. If the suspect takes aggressive action (e.g. reaching for weapon, charging you), take necessary defensive actions.
5. When it is safe, approach the suspect. Handcuff the suspect. Always be prepared to defend yourself against hostile behavior.
6. Search the suspect.
7. Read suspect his rights.*
8. Transport suspect to jail.

"You have the right to remain silent. What you say may be used against you in a court of law. You have the right to an attorney. If you cannot afford an attorney, one will be appointed to represent you before questioning, if you wish."

***Miranda Ruling**

THE USE OF FIREARMS (IN COURSE OF DUTY)

The discharge of a firearm at any person will be done only in life-threatening situations.

- a. A police officer may use a firearm only in self-defense, when assaulted with a deadly weapon.
- b. A police officer may use a firearm when in fear of his life, or the life of another.

HOMICIDE INVESTIGATIVE PROCEDURES**I. INITIATE THE INVESTIGATIVE PROCESS**

A. The detective must have reason to believe a crime has been committed by one or more of the following:

1. Personal observation.
2. Statements of witness(es).
3. Conclusive and/or circumstantial evidence.

II. ASSESS THE SITUATION

- A. Use extreme caution during initial investigation.
- B. Be on the alert for possible life-threatening situations.
- C. Be ready to take appropriate action.

III. CHECK VITAL SIGNS

- A. If doubtful, treat the victim as alive.
 1. Perform necessary first aid.
 2. Notify emergency services.
- B. Determine possible homicide.
- C. If the person is still alive, consider their dying declaration.
 1. If death is imminent, accompany the victim to hospital.



IV. GATHER EVIDENCE

Note: The detective must use extreme caution in order not to contaminate or destroy vital evidence.

- A. Search the surrounding area.
- B. Recognize out of place, unusual, or damaged items.
- C. Take photos as soon as possible.
- D. Dust for prints prior to handling an object.
- E. Collect appropriate samples.
- F. Secure names of all persons at the scene of the crime:
 - Officers.
 - Witnesses.
 - Suspect(s).

V. NOTIFY THE CORONER

- A. The coroner takes possession of all property and effects belonging to a deceased victim unless specified as evidence.
- B. Request a copy of all available reports from the coroner's office to be sent to the police department.

VI. CONDUCT INTERVIEWS

- A. Identify yourself as a police officer.
- B. Talk to all relevant persons in the area, conducting yourself in a professional manner. Take note of important information.
- C. Observe the emotional state of the witness.
- D. Follow up all possible leads.

VII. ANALYSIS OF EVIDENCE

- A. Submit all evidence to the police department's booking officer for processing.
- B. All reports originating from outside agencies pertinent to an ongoing investigation will be routed to the investigating officer assigned to the case.

The following information is for reference use only. Players will not be able to input any of the following codes, but should be familiar with them as they may be referred to during the course of the game.

RADIO CODES

rc10-1	Radio reception - poor
rc10-2	Radio reception - good
rc10-4	Received message
rc10-6	On the air -- not available for call
rc10-7	Off the air -- out of service
rc10-8	In service
rc10-9	Repeat message
rc10-10	End of shift -- off duty
rc10-13	Weather check
rc10-15	Prisoner in custody
rc10-19	Return to office
rc10-20	Location
rc10-21	Use telephone
rc10-22	Cancel
rc10-23	Stand by
rc10-27	Subject check
rc10-29	Check for wants
rc10-35	Back-up requested
rc10-36	Confidential information
rc10-97	Arrived at scene
rc10-98	Cleared scene; available for call
rc11-41	Ambulance
rc11-44	Fatality
rc11-48	Furnish transportation
rc11-79	Injury traffic collision with ambulance responding
rc11-80	Traffic collision with major injury
rc11-81	Traffic collision with minor injury
rc11-82	Traffic collision property damage only
rc11-83	Traffic collision no details
rc11-84	Traffic control
rc11-85	Tow truck
rc11-98	Meeting
rc11-99	Emergency, officer needs assistance, respond Code-3



VEHICLE CODE

VC22348 No person shall drive a vehicle upon a highway at a speed exceeding the maximum speed limit.

VC23152 It is unlawful for any person who is under the influence of an alcoholic beverage or any drug, or under the combined influence of an alcoholic beverage and any drug, to drive a vehicle.

VC21453 A driver facing a circular red signal shall stop at the intersection and shall remain stopped until an indication to proceed is shown.

VC22450 The driver of any vehicle approaching a stop sign at the entrance to, or within, an intersection, or railroad grade crossing shall stop at a limit line, if marked, otherwise before entering the crosswalk on the near side of the intersection.

VC14601 No person shall drive a motor vehicle upon a highway at any time when that person's driving privilege is suspended or revoked for reckless driving.

VC12951 The licensee shall have the license issued to him in his immediate possession at all times when driving a motor vehicle upon a highway.

VC23103 Any person who drives any vehicle upon a highway in willful or wanton disregard for the safety of persons or property is guilty of reckless driving and, upon conviction thereof, shall be punished by imprisonment in the county jail for not less than five days nor more than 90 days or by a fine of not less than one hundred thirty dollars nor more than five hundred dollars, or by both fine and imprisonment, except as provided in Section 23104.

VC20001 The driver of any vehicle involved in an accident resulting in injury to any person, other than himself, or death of any person shall immediately stop the vehicle at the scene of the accident and shall fulfill the requirements of Sections 20003 and 20004.

Any person failing to comply with all the requirements of this section under such circumstances is guilty of a public offense and upon conviction thereof shall be punished by imprisonment in the state prison, or in the county jail for not to exceed one year or by fine not to exceed five thousand dollars, or by both.

VC28001 Any person, while operating a motor vehicle and with the intent to evade, willfully flees or otherwise attempts to evade a pursuing peace officer's motor vehicle, is guilty of a misdemeanor.

VC10851 Any person who drives or takes a vehicle not his own, without the consent of the owner thereof, and with intent either permanently or temporarily to deprive the owner thereof of his title to or possession of the vehicle, whether with or without the intent to steal the same is guilty of a public offense, and upon conviction thereof shall be punished by imprisonment in the state prison, or in the county jail for not more than one year or by a fine of not more than five thousand dollars, or by both such fine and imprisonment.

PENAL CODE**PC148 Resisting or Obstructing Public Officer or Peace Officer.**

Every person who willfully resists, delays, or obstructs any public officer or peace officer, in the discharge or attempt to discharge any duty of his office, when no other punishment is prescribed, is punishable by a fine not exceeding one thousand dollars, or by imprisonment in a county jail not exceeding one year, or by both such fine and imprisonment.

PC187 Murder.

(a) Murder is the unlawful killing of a human being with malice aforethought.

PC189 Murder of First or Second Degree.

All murder which is perpetrated by means of a destructive device or explosive, knowing use of ammunition designed to penetrate metal or armor, poison, lying in wait, torture, or by any other kind of willful, deliberate, and premeditated killing, or which is committed in the perpetration of, or attempt to perpetrate, arson, rape, robbery, burglary, mayhem, or any act punishable under Section 268, is murder of the first degree; and all other kinds of murders are of the second degree.

PC190.2 Special Circumstances for Imposition of Death Penalty or Life Without Parole.

The penalty for a defendant found guilty of murder in the first degree shall be death or confinement in state prison for a term of life without the possibility of parole in any case in which one or more of the following special circumstances has been charged and specially found to be true:

1. The defendant was previously convicted of murder in the first degree or second degree.
2. The victim was a peace officer, who, while engaged in the course of the performance of his duties was intentionally killed, and such defendant knew or reasonably should have known that such victim was a peace officer engaged in the performance of his duties.

PC196 Killing in Performance of Official Duty Justifiable.

Homicide is justifiable when committed by public officers and those acting by their command in their aid and assistance, either -

1. In obedience to any judgment of a competent court; or,
2. When necessarily committed in overcoming actual resistance to the execution of some legal process, or in the discharge of any other legal duty; or,
3. When necessarily committed in retaking felons who have been rescued or have escaped, or when necessarily committed in arresting persons charged with felony, and who are fleeing from justice or resisting such arrest.

PC207 Kidnapping defined.

Every person who forcibly steals, takes, or arrests any person in this state, and carries the person into another country, state, or county, or into another part of the same county, is guilty of kidnapping.

PC211 Robbery.

Defined. Robbery is the felonious taking of personal property in the possession of another, from his person or immediate presence, and against his will, accomplished by means of force or fear.

PC212 Fear Defined.

The fear mentioned in Section 211 may be either:

1. The fear of an unlawful injury to the person or property of the person robbed, or of any relative of his or member of his family; or,
2. The fear of an immediate and unlawful injury to the person or property of anyone in the company of the person robbed at the time of the robbery.

PC422 Terrorist Threats - Punishment.

Any person who willfully threatens to commit a crime which will result in death or great bodily injury to another person, with intent to terrorize another or with reckless disregard of the risk of terrorizing another, and who thereby either:

- (a) Causes another person reasonably to be in sustained fear for his or her or their immediate family's safety;
- (b) Causes the evacuation of a building, place of assembly, or facility used in public transportation;
- (c) Interferes with essential public services; or
- (d) Otherwise causes serious disruption of public activities, is guilty of a felony and shall be punished by imprisonment in the state prison.

PC459 Burglary.

Every person who enters any house, room, apartment, tenement, shop, warehouse, store, mill, barn, stable, or other building, tent, vessel, railroad car, locked or sealed cargo container, whether or not mounted on a vehicle, trailer coach, any house car, inhabited camper, vehicle, aircraft, mine or any underground portion thereof, with intent to commit grand or petit larceny or any felony is guilty of burglary. As used in this chapter, "inhabited" means currently being used for dwelling purposes, whether occupied or not.

PC487 Grand Theft.

Grand theft is theft committed in any of the following cases:

1. When the money, labor or real or personal property taken is of a value exceeding four hundred dollars (\$400).
2. When the property is taken from the person of another.

3. When the property taken is an automobile, firearm, horse, mare, gelding, any bovine animal, any caprine animal, mule, jack, jenny, sheep, lamb, hog, sow, boar, gilt, barrow or pig.

PC4530 Penalty for Escape or Attempt to Escape from Prison.

Every prisoner confined in a state prison who, by force or violence, escapes or attempts to escape therefrom is punishable by imprisonment in a state prison for a term of two, four, or six years. The second term of imprisonment of a person convicted under this subdivision shall commence from the time he would otherwise have been discharged from prison.

PC11350 Unlawful Possession.

(a) Except as otherwise provided in this division, every person who possesses any controlled substance which is a narcotic drug, unless upon the written prescription of a physician, dentist, podiatrist, or veterinarian licensed to practice in this state, shall be punished by imprisonment in the state prison.

PC11351.5 Possession or Purchase of Cocaine (Other Than Cocaine Hydrochloride) for Sale.

Except as otherwise provided in this division, every person who possesses for sale or purchases for purposes of sale cocaine shall be punished by imprisonment in the state prison for a period of 3 to 5 years.

PC12025 Unlawful to Carry Concealed Firearms Without License.

(a) Except as otherwise provided in this chapter, any person who carries concealed within any vehicle which is under his or her control or direction any pistol, revolver, or other firearm capable of being concealed upon the person without having a license to carry such firearm is guilty of a misdemeanor. Any person convicted under this subdivision who has previously been convicted of any felony, or of any crime made punishable by this chapter, is guilty of a felony, and if probation is granted, or if the execution or imposition of sentence is suspended, it shall be a condition thereof that he or she be imprisoned in the county jail for not less than three months.

(b) Any person who carries concealed upon his or her person any pistol, revolver, or other firearm capable of being concealed upon the person without having a license to carry such firearm as provided in this chapter is guilty of a misdemeanor punishable by imprisonment in the county jail not to exceed one year, or by a fine not to exceed one thousand dollars, or by both such fine and imprisonment, except any person, having been convicted of a crime against the person, property or a narcotics or dangerous drug violation, who carries concealed upon his or her person any firearm capable of being concealed upon the person without having a license to carry such firearm is guilty of a public offense and is punishable by imprisonment in a state prison, or by imprisonment in a county jail not to exceed one year, or by fine

not to exceed one thousand dollars, or by both such fine and imprisonment. Any person convicted under this subdivision who has previously been convicted of any felony or of any crime made punishable by this chapter, is guilty of a felony, and if probation is granted, or if the execution or imposition of sentence is suspended, it shall be a condition thereof that he or she be imprisoned in the county jail for not less than three months.

(c) Firearms carried openly in belt holsters are not concealed within the meaning of this section, nor are knives which are carried openly in sheaths suspended from the waist of the wearer.

PC12303.2 Possession of Destructive Device in Public Places.

Every person who recklessly or maliciously has in his possession any destructive device or any explosive on a public street or highway, in or near theater, hall, school, college, church, hotel, other public building, or private habitation, in, on, or near any aircraft, railway passenger train, car, cable road or cable car, vessel engaged in carrying passengers for hire, or other public place ordinarily passed by human beings is guilty of a felony, and shall be punishable by imprisonment in the state prison for a period of two, four or six years.

PC12560 Penalty for Possession of Firearms by Felons.

Every person who has been convicted of a felony under the laws of the United States, of any state, government, or country and who used a firearm in the commission of such felony, who owns or has in his possession or under his custody or control any firearm is punishable by imprisonment in the state prison or in a county jail not exceeding one year or by a fine not exceeding one thousand dollars (\$1,000), or by both such term of imprisonment and such fine.



AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Sonny Bonds, a police officer recently promoted to homicide division in the fictional town of Lytton.

Each 3-D Animated Adventure Game has a main goal, and yours in Police Quest II is to locate and capture escaped convicted Jessie Bains (the "Death Angel") and put him permanently behind bars. You have just been promoted, so there are many new procedures to learn before you can successfully track down Bains. It is important that you understand official police regulations, homicide procedure, as well as a working knowledge of vehicle and traffic code before you hit the streets.

TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an animated adventure before, this section can be skipped.

1. PATROLLING THE STREETS

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. WATCH YOUR BEHIND

Due to the dangerous nature of this game, you will want to save your game often. Save your game after you have made important progress, and save your game when you encounter a potentially dangerous situation.

3. THOROUGHLY EXAMINE YOUR SURROUNDINGS

When you enter a room, type LOOK AT THE ROOM. When you open a box, type LOOK IN THE BOX. When you wish to talk to a man, type TALK TO THE MAN. The descriptions and close-ups offered may provide valuable clues.

4. PLAY WITH A PARTNER

Police work isn't easy. You may find it helpful to go through Police Quest with a friend. Different people come up with different ways to interpret clues. Besides, police officers often work in pairs.

5. CAUGHT SPEECHLESS?

Police Quest understands a wide variety of verbs such as:

ADJUST	FIRE	RADIO
APPLY	FLUSH	READ
APPREHEND	FREEZE	RELOAD
ARREST	FRISK	REMOVE
ASK	GET	REPLACE
ATTACH	GIVE	REQUEST
BOOK	GO	RETRIEVE
BREAK	GRAB	RETURN
BUCKLE	HALT	SAY
BUY	HELP	SEARCH
CALL	HIT	SHOOT
CATCH	HOLD	SHOW
CLIMB	HOLSTER	SHUT
CLOSE	IDENTIFY	SIGHT
CONNECT	INSERT	SIT
CONTACT	INSPECT	SMELL
CUFF	INTERROGATE	SPEAK
CUT	INVENTORY	STAND
DIAL	INVESTIGATE	SUBMIT
DIG	KISS	SURFACE
DIVE	KNOCK	SWIM
DRAW	LEAVE	TAKE
DRINK	LISTEN	TALK
DRIVE	LOAD	TELL
DROP	LOCK	THANK
DRY	LOOK	THROW
DUST	MOVE	TURN
EAT	NOTIFY	UNFASTEN
EMPTY	OPEN	UNLOCK
ENTER	PAUSE	UNTIE
EXAMINE	PUSH	USE
EXIT	PUT	WARN
FASTEN	QUESTION	WEAR

6. BE ON THE LOOKOUT

There's much more to a 3-D Animated Adventure Game than meets the eye. Try any action you can think of—even the unthinkable. No one ever got the death penalty from playing computer games (at least no one who will talk). If you do run into trouble, you can always use the **RESTORE GAME** function to return to a previously saved game.

7. FEELING CORNERED? TRAPPED?

If you've tried every possible trick in the book and still can't get anywhere, don't panic. Even the best cops around sometimes get caught dead in their tracks.

For this reason, hint books for all of the 3-D Animated Adventures are available. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Customer Support Line at (209) 683-6858 or the Sierra Bulletin Board Service at (209) 683-4463. Let Sierra give you "just the facts" and a whole lot more.



WARNING! THE FOLLOWING DOCUMENTATION IS FOR BEGINNING ADVENTURE GAME PLAYERS ONLY. THE CONTENTS INCLUDE ANSWERS TO SOME OF THE GAME'S PUZZLES AND HINTS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY GETTING STARTED WITH POLICE QUEST II.

WELCOME TO HOMICIDE...AN INTRODUCTORY WALK-THRU TO POLICE QUEST II

Police Quest II begins with an introductory sequence which gives you a brief overview of the story. If you choose to bypass this initial scene, press the SPACEBAR or the ENTER key.

Your adventure begins as you arrive at the police station in your personal car. There are many places and things you will want to investigate and examine in this game. Press the ENTER key after you have typed in a command. Press the ENTER key after you have finished reading a text message. Type:

- LOOK AROUND.
- OPEN THE GLOVE COMPARTMENT.
- TAKE THE BUSINESS CARD.
- READ THE BUSINESS CARD.
- TURN OVER THE BUSINESS CARD.
- TAKE THE REGISTRATION.
- CLOSE THE GLOVE COMPARTMENT.
- LOOK AT THE DASHBOARD.
- TAKE THE KEYS.
- GET OUT OF THE CAR (or press the function key listed in the pull-down menus).

Walk to the front door of the police station.

- OPEN THE DOOR.

You are now in the main hall of the Lytton Police Department.

- LOOK AROUND.

Walk up to the pictures on the wall.

- LOOK AT THE PICTURES.
- LOOK AT THE EVIDENCE WINDOW.
- LOOK AT THE COUNTER.

Walk to the door on the lower left side of the screen. The door will open as you pass through it. You are now in a new room.

- LOOK AROUND.

Approach the detective sitting on the lower right side of the room.

►TALK TO THE DETECTIVE.

►YES.

Exit the room to the south.

Walk into the room on the upper left side of the hallway.

►LOOK AROUND.

Walk to the bulletin board on the north wall.

►LOOK AT THE BULLETIN BOARD.

Walk to the desk in the center of the room.

►LOOK AT THE DESK.

Walk over to your chair.

►SIT DOWN.

►LOOK IN THE MESSAGE BASKET.

►OPEN THE DRAWER.

►UNLOCK THE DRAWER.

►LOOK IN THE DRAWER.

►TAKE THE LETTER.

►READ THE LETTER.

►TAKE THE WALLET.

►EXAMINE THE WALLET.

►CLOSE THE DRAWER.

►STAND UP.

Exit the room to the south. Enter the room to the left of the evidence window.

►LOOK AROUND.

It is now your job to find your locker, grab your gear, and get on with your adventure.

GOOD LUCK DETECTIVE BONDS!



SIERRA

www.sierra-qurst.com